

CDTV
MULTI MEDIA



Entertainment
For All Ages



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LEMMINGS

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"Look what I can do!"



Climb



Float



*Blow Up Blockers
(he he)*



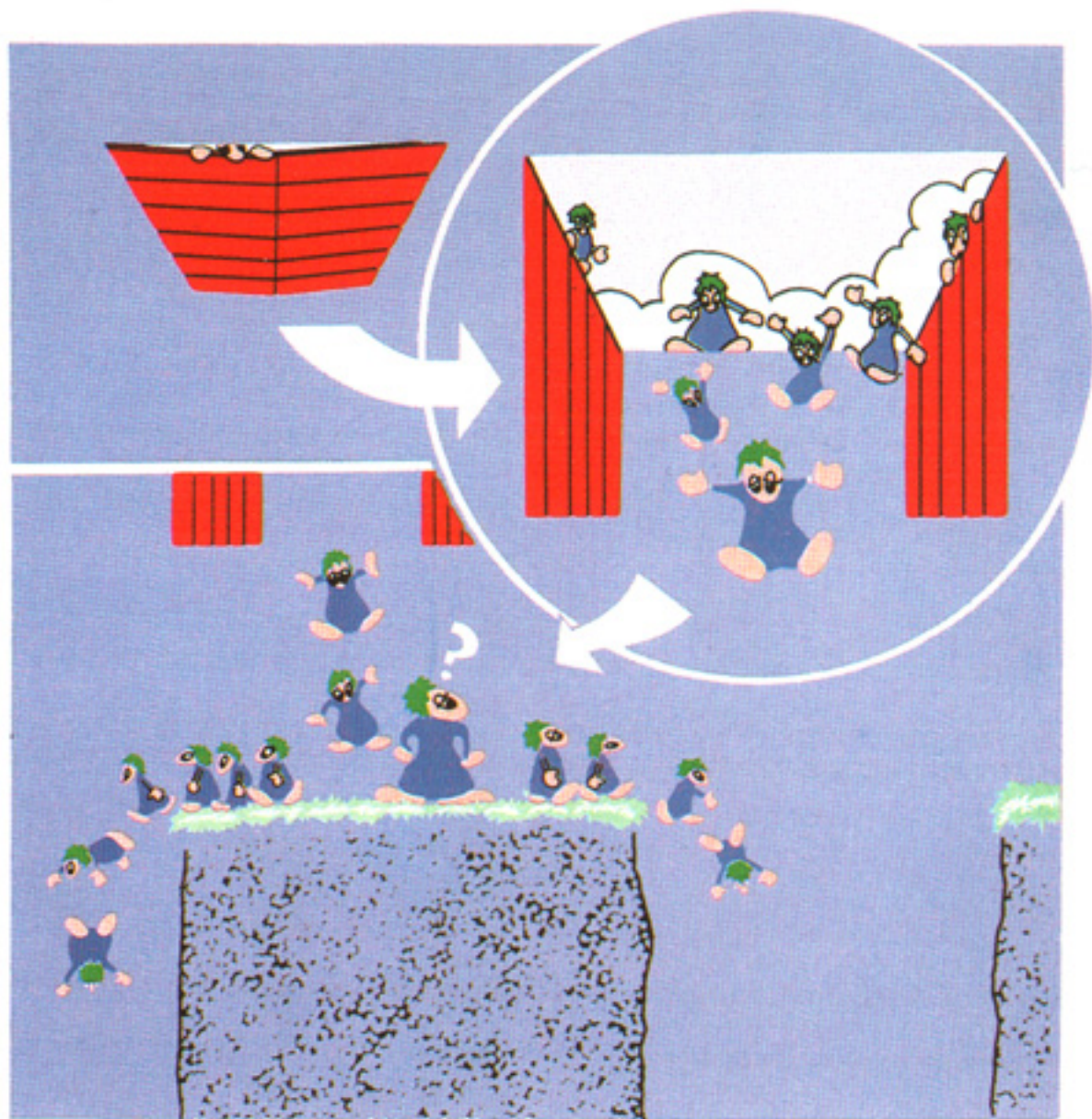
Block



Build Bridges



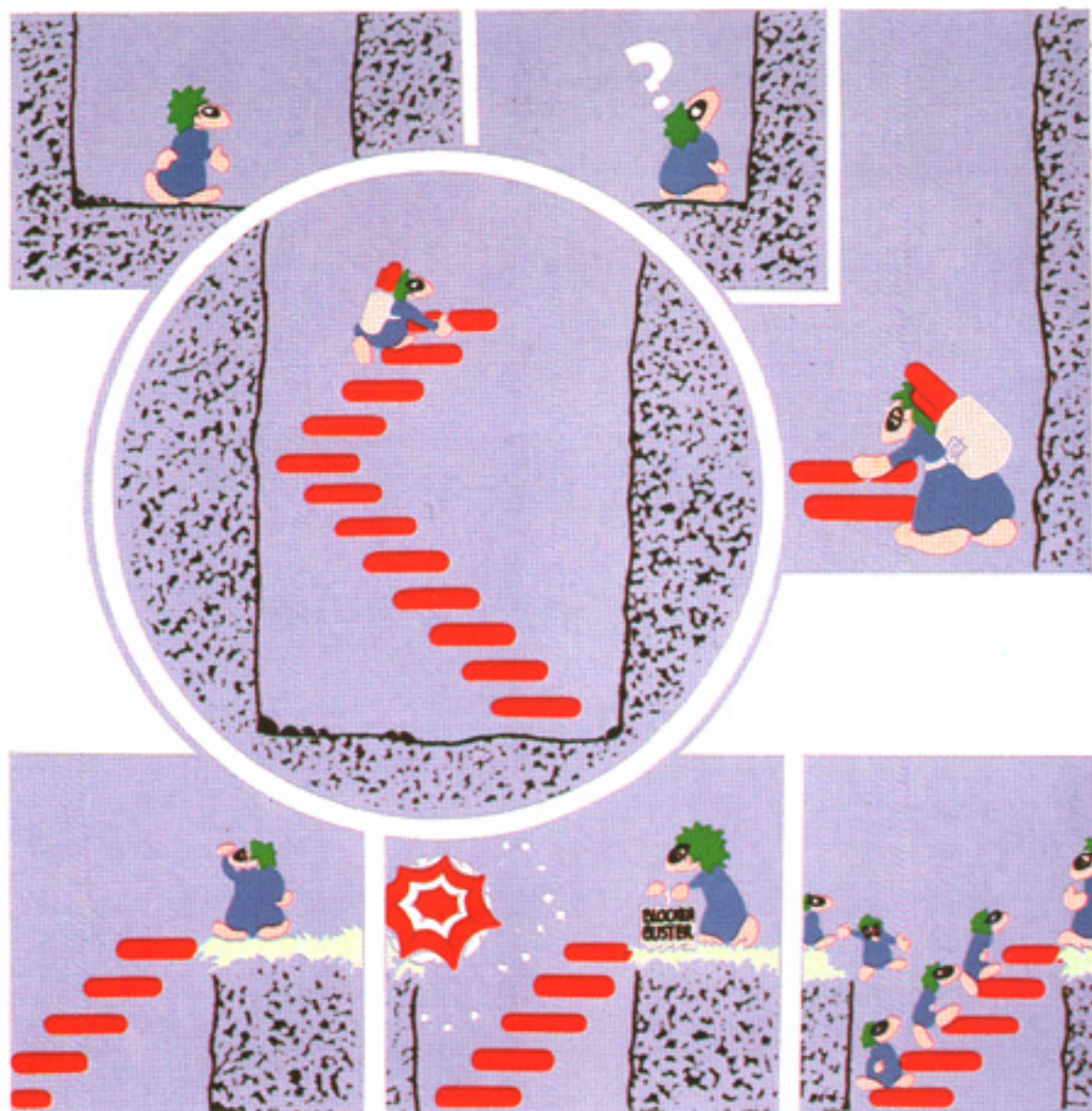
Dig Tunnels - across, diagonally and down



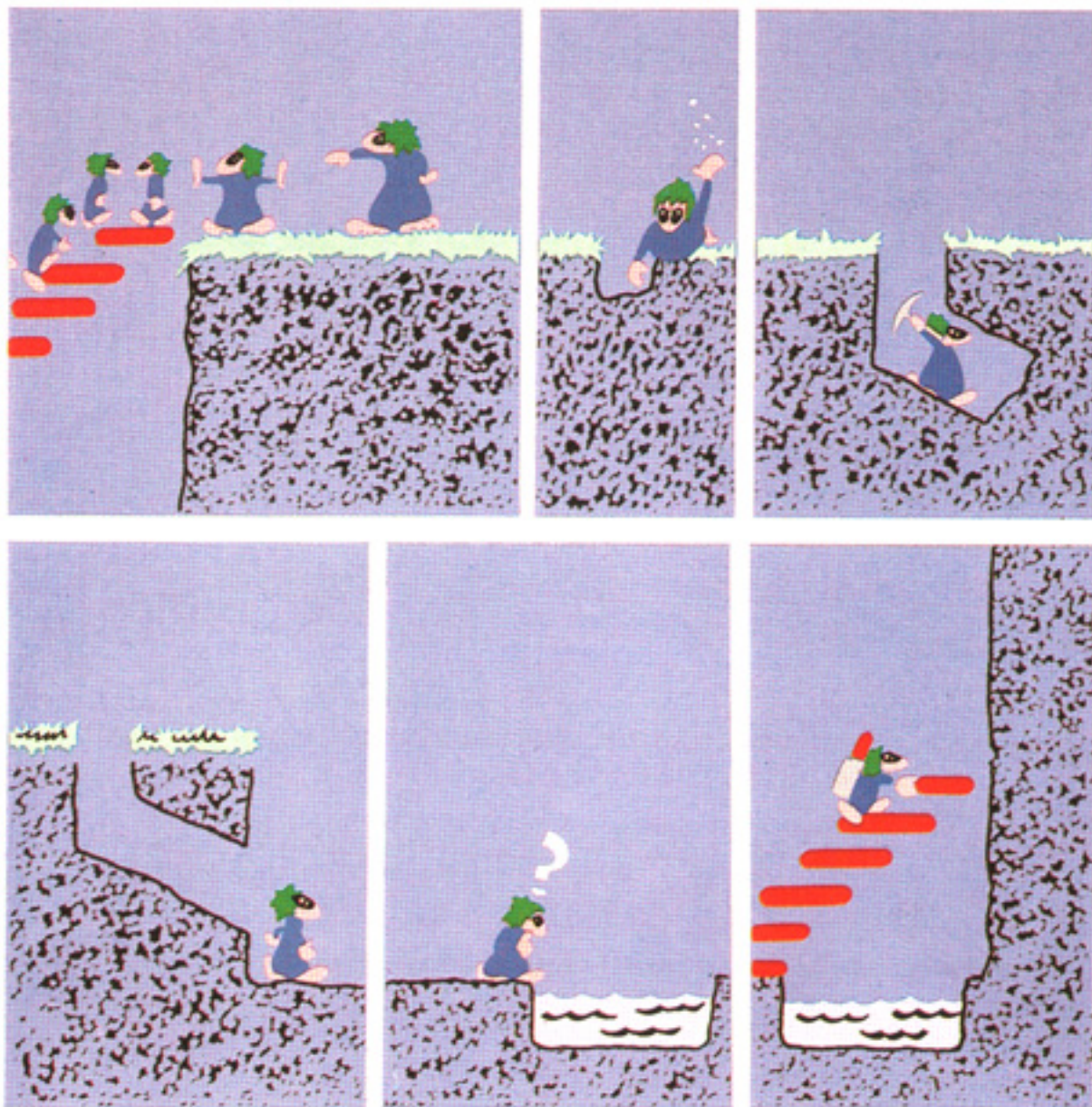
"Uh oh! I'm going to have to work fast if I'm going to save my buddies"



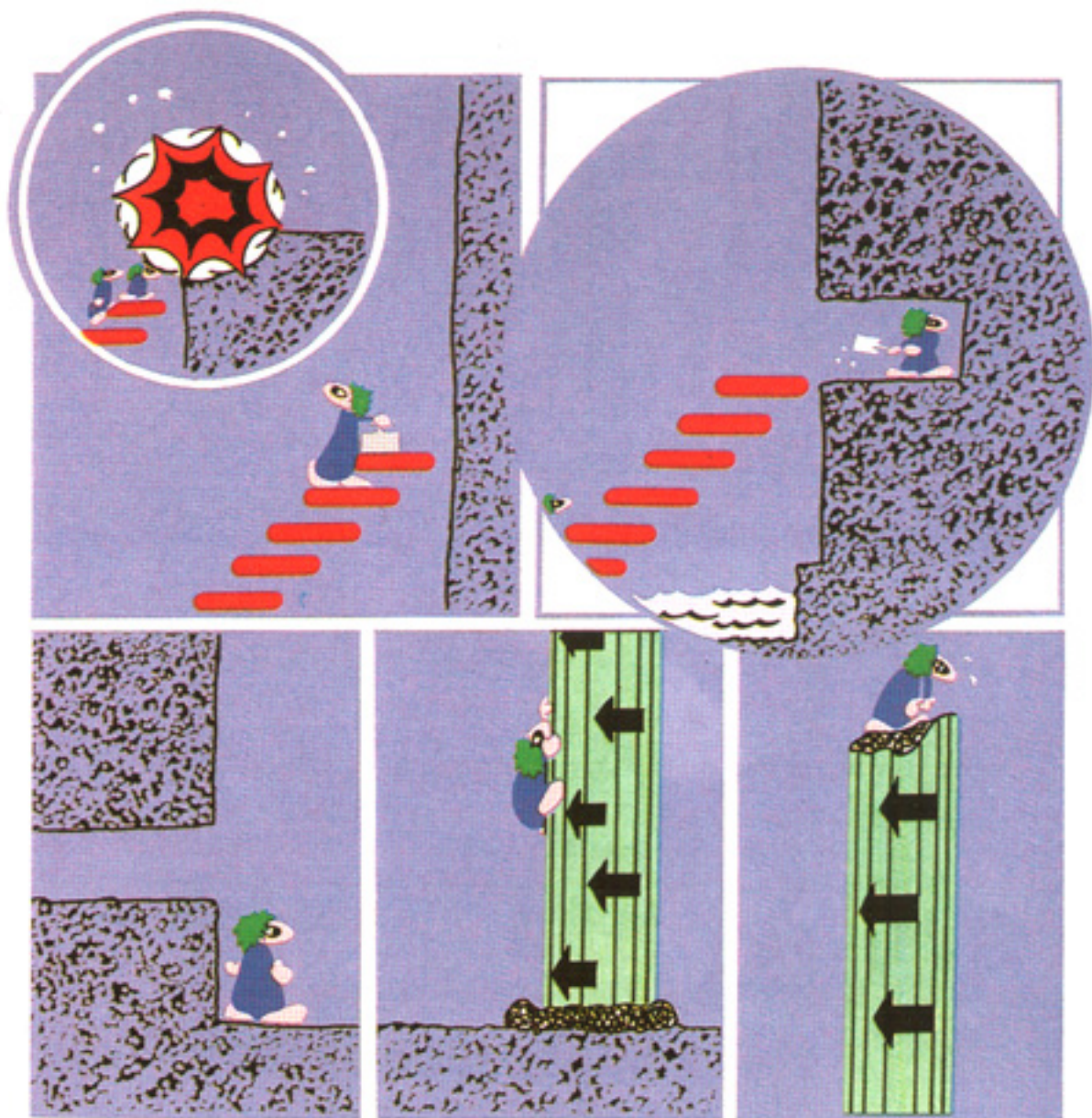
*"Two blockers are required to stem the flow of Lemmings going over the edge -
Now a quick leap over the side . . . I hope my brolly opens . . . Safe!"*



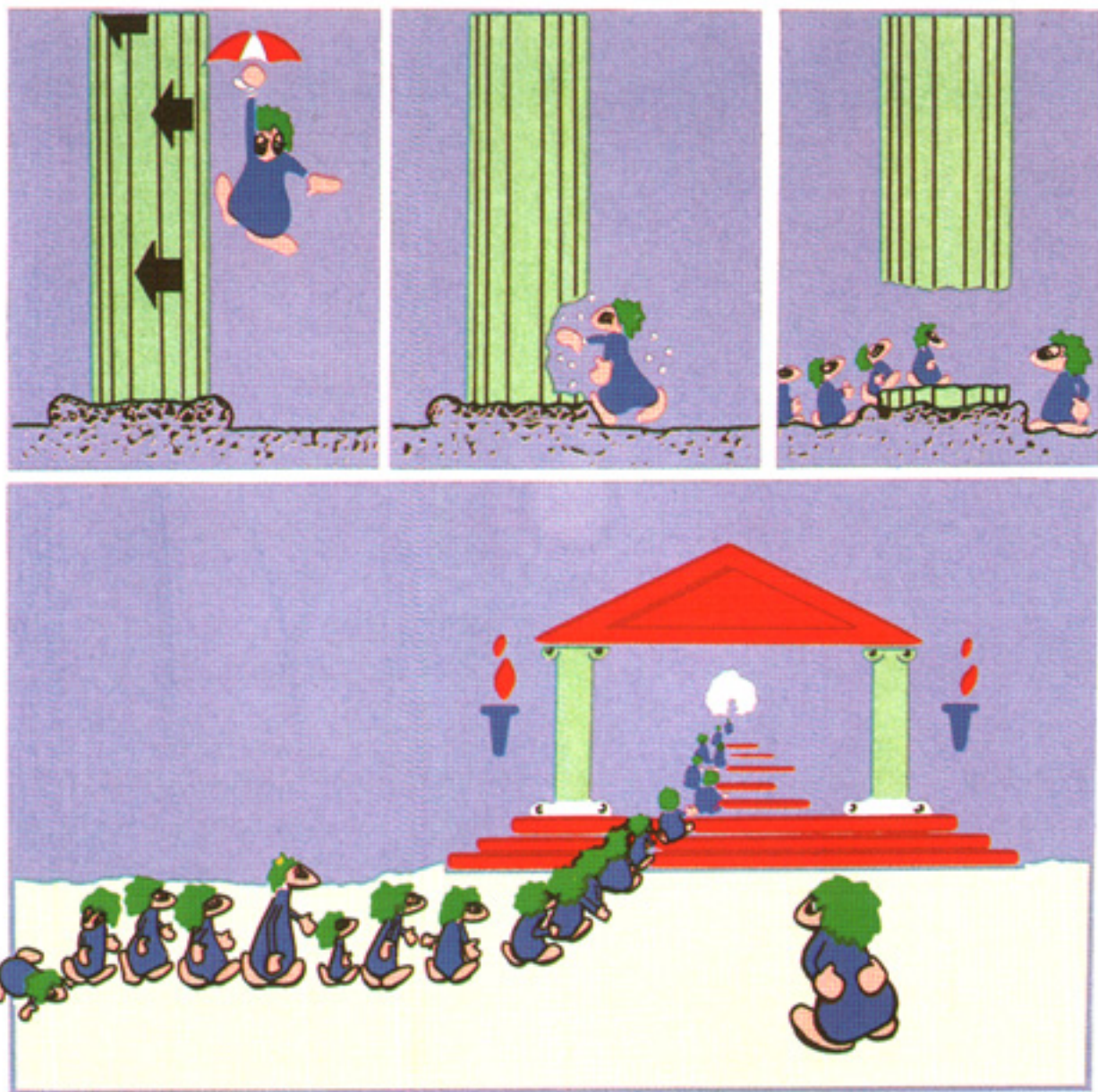
"I could probably climb this cliff but my buddies wouldn't be able to. Time for a spot of bridge building I think. Now to dispense with my blocker and let the rest of my pals through."



"Another 'Blocker' here and it's tunnel time! Oops! Mustn't get my feet wet: Another bridge I think."



"Now if I get rid of my last Blocker all the guys can troop through while I tackle this one-way column - I'm bushed!"



"Another safe landing, a quick dig through in the direction of the arrows and its everybody out."

LOADING INSTRUCTIONS

Place your Lemmings CD in a Caddy and insert it into your CDTV.

At the option screen press Button A on your Remote Unit, the left-hand button on your Track-Ball Unit or the left-hand mouse button to load *Lemmings* or Button B on your Remote Unit, the right-hand button on your Track-Ball Unit or the left-hand mouse button to experience *Planetside* - a taste of the kind of interactive game you'll be playing on your CDTV within the next twelve months.

Game Controls:

Recommended method of control is to use a mouse plugged into Joystick Port 1 of the CDTV Track-Ball Unit. (available from your CDTV stockist)

To 'point and click':

Mouse: Move the cursor using the mouse and press the left-hand mouse button to click.

Track-Ball Control: Roll the Track-Ball to move the cursor and press the A Button to click.

Remote Control: Use the Direction Buttons to move the cursor and press the left-hand button to click.

Main Menu Screen:

Click on the One-Player icon to begin play.

Click on the New Level icon to select a level that you've reached before. Enter the password, using the on-screen letters, then select a one-player game.

Click on the Music/FX icon to toggle between playing *Lemmings* with music and limited sound effects or no music but full sound effects.

Click on the up/down arrows icon (on the right-hand side of the screen) to select category of play: FUN, TRICKY, TAXING or MAYHEM.

In-Game Controls:

Point and click on your chosen icon to highlight it (or use Number Buttons 1-8 on your Track-Ball Unit or Remote Unit - see over) then - if required - point and click on selected Lemming.

Moving the cursor to the left or right of the screen scrolls the play area. You may also scroll the screen by dragging the cursor over the small map (right of icon panel) or instantly zoom to any area of the level by clicking in the map.

Each level displays an access password when completed.

Fire Button B on the Remote Unit, the right-hand Button on the Track-Ball Unit and the right-hand mouse button causes the game to pause (as does pressing ENTER on your Control Unit) allowing you to move the cursor around the screen, select an icon then choose a Lemming. Pressing this button again restarts play.

Icons activated by Number Buttons on your Control Unit are:

- 1 - Climber
- 2 - Floater
- 3 - Bomber
- 4 - Blocker
- 5 - Bridge Builder
- 6 - Basher
- 7 - Miner
- 8 - Digger

Double click on the Nuke Icon to engage it.

Pressing ENTER on your Control Unit Pauses the game.

Pressing ESC on your Control Unit during play exits the current level.

Pressing ESC at first menu screen takes you back to the main *Lemmings* option screen.

Planetside

Pressing Button A on your Remote Unit, the left-hand button on your Track-Ball Unit or the left-hand mouse button exits the experience.

Planetside automatically runs from main option screen if no button is pressed.

Lemmings

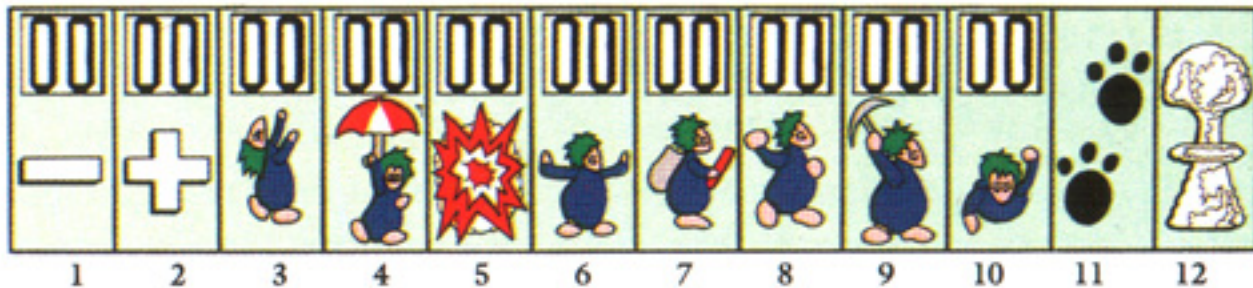
The Game

An intriguing game in which you help hordes of mindless but delightful creatures - known as Lemmings - to escape hostile environments in over 100 play levels.

Lemmings drop through a trapdoor in each level and, as they are creatures of very little brain, they need all the help they can get to survive the dangers that lie within.

Lemmings are very cute but also very dumb. They will mindlessly walk off cliffs, into water, hazards and traps or they will mill around bumping into walls or other obstacles unless you help them get their act together. You can assist them by giving them certain skills and powers that will help them get through each level of the game. Once you have assigned skills (shown as icons on the bottom of the screen in each level) to certain Lemmings they can use those skills to help them and their fellow Lemmings cope with the dangers that surround them. Each level of the game is an increasingly difficult environment that the Lemmings must navigate. At each level you have a different number of skills available for assignment; you have different times available for mastering that level and you have varying numbers of Lemmings that you must save to complete that particular level.

A quick brain, the ability to plan ahead and lifetime's dedication to the Save A Lemming Campaign are required to get the right Lemming to perform the right action at the right time. A forgotten Blocker, a rogue Miner or a misplaced bridge could spell disaster for every Lemming on screen.



Icons (from left to right):

1 Decrease flow of Lemmings on to the level

2 Increase flow of Lemmings on to the level

The following are the skills you can give to Lemmings

3 Climber - climbs vertical surfaces

4 Floater - A brolly (umbrella) opens to ensure a safe descent

5 Bomb to dispatch single Lemmings (one way to get rid of Blockers)

6 Blocker - stands with arms outstretched to block the passage of fellow Lemmings.

7 Bridge Builder - builds bridges, each builder has only twelve building bricks. When a builder has laid his twelfth brick he turns to look at you for an instant . . . if you click on him again he will lay another twelve bricks (if you have any Builders remaining) and so on until you run out of builders. If you don't click on him after he lays his twelfth brick he becomes a Walker again.

8 Basher - digs horizontally, will only dig when a suitable surface is directly ahead of him.

9 Miner - uses a pick to dig diagonally down

10 Digger - burrows vertically

11 Pause - gives you time to think

12 Nuke 'Em destroys all Lemmings - should you find yourself in a 'no-win' situation (double click to activate)

The green display to the right of the icons depicts the whole level.

The square cursor on that display depicts the current area shown on-screen.

Each skill may only be used a limited number of times (shown above each icon).

Directly above the icon panel are (left to right):

Lemming identifier, plus the number of Lemmings currently under the cursor

Number of Lemmings currently occupying the level

% of rescued Lemmings

Time remaining to complete level.

Some Points to Note

Metal (shown as square plates and usually used to contain liquids) can not be dug through or exploded away

Builders stop constructing bridges:

- (i) When they run out of bricks
- (ii) If the bridge hits a solid object
- (iii) If the Lemming hits his head while building

Miners and Diggers keep digging until they dig through an earth layer, after which they fall through the bottom of the earth layer.

Bashers keep digging until there is no more material in front of them to dig

A Lemming designated as a Climber or Floater retains these skills until the current level is ended or until he dies. A Lemming given both these skills is referred to as an Athlete.

All other skill icons take effect as soon as you click on a Lemming - make sure that there is something to dig in front of a Basher or he will give up right away and you will have wasted a skill.

Lemmings on the CDTV. In order to help us maintain future quality and keep you and your retailer informed of new products please complete and return this questionnaire. No stamp is required if posted within the U.K.

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.....POST CODE

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HOW DID YOU
LEARN OF THIS
PRODUCT?

Store Display ☐

Advertising ☐

Review ☐

Friends or Relative ☐

Other ☐

Supplied with CDTV ☐

STORE NAME

ADDRESS

.....

.....POST CODE

COUNTRY

AGE OF USER

Under 8 ☐

8-12 ☐

13-17 ☐

18-24 ☐

25-50 ☐

Over 50 ☐

HOW DO YOU RATE
THIS GAME?

SCALE 1-10 (1 bad, 10 good)

ANY OTHER COMMENTS

Do you own a Computer? Yes ☐ No ☐

If so, which Make/Model

**PSYGNOSIS
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